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Designing an Inclusive Digital Technologies Learning Program

Inclusion is a concept in education most often associated with minority groups and people who experience disability, but in fact, inclusion is about everyone. With a diverse range of students in our classrooms, one of the challenges faced by classroom teachers is to understand where to begin with our planning to ensure all students are able to access and participate in the curriculum. This is particularly difficult when designing a STEM curriculum, where the language and tools are often perceived as quite technical in nature.

The proposed workshop demonstrates how using concepts derived from age-appropriate content, combined with multiple points of entry to and exit from a shopping related task we might remove barriers to learning. It provides examples of learning experiences that respond to the individual attributes and characteristics of all students and suggests ways to remove barriers to their participation and progress.

Participants will have an opportunity to:

- learn about the purpose, intent and key concepts of the Digital Technologies curriculum, and strategies to help meet the diverse learning needs of students
- explore a classroom idea centred around shopping
- examine hands-on learning experiences that respond to the individual attributes and characteristics of all students as they explore ways to remove barriers to their participation and progress
- collaborate with others as they plan a unit of work and share ideas for teaching, learning and assessing.